IN THE CLAIMS:

Claims 1-13 (Canceled)

Please cancel claims 14-15.

Claims 16-19 (Canceled)

Please cancel claims 20-25.

10/600,210   2   END920030030US1

Please enter new claims 26-34 as follows:

26. (New)   A system for managing a plurality of servers in a cluster, said system comprising:

means for sending a request to one of said servers;

means, responsive to said one server handling said request after a first predetermined time-out but before a second, greater predetermined time-out, for incrementing a count, and responsive to said one server not handling said request by said second predetermined time-out, for incrementing said count without determining if said one server is currently operational;

means, responsive to the incremented count being less than a predetermined integer threshold greater than one, for taking no corrective action;

means, responsive to the incremented count equaling said threshold and said one server handling said request after said first predetermined time-out but before said second predetermined time-out, for automatically notifying a dispatcher for said one server to reduce a rate of dispatching new requests to said one server, and

means, responsive to the incremented count equaling said threshold and said one server not handling said request by said second predetermined time-out, for automatically initiating a memory dump of said one server.

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27. (New)   A system as set forth in claim 26, wherein said servers reside on a network, and said request is a test request; and

further comprising a network dispatcher for receiving client requests from client computers and dispatching said client requests to said servers including said one server; and

wherein the test request and the automatic initiation of the memory dump bypass said network dispatcher.

28. (New)   A system as set forth in claim 26 wherein said means for automatically initiating a memory dump of said one server automatically initiates said memory dump without determining if said one server is operational.

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29. (New)   A method for managing a plurality of servers in a cluster, said method comprising the steps of:

sending a first request to one of said servers, and incrementing a count (a) in response to said one server handling said first request after a first predetermined time-out but before a second, greater predetermined time-out or (b) without determining if said one server is currently operational, in response to said one server not handling said first request by said second predetermined time-out; and wherein the incremented count is less than a predetermined integer threshold greater than one, and in response, taking no corrective action;

sending a second request to said one server, and further incrementing said count (a) in response to said one server handling said second request after said first predetermined time-out but before said second predetermined time-out or (b) without determining if said one server is currently operational, in response to said one server not handling said second request by said second predetermined time-out; and wherein the further incremented count is equal to said threshold, and

if said one server handled said second request after said first predetermined time-out but before said second predetermined time-out, automatically notifying a dispatcher for said one server to reduce a rate of dispatching new requests to said one server, and

if said one server did not handle said second request by said second predetermined time-out, automatically initiating a memory dump of said one server.

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30. (New)   A method as set forth in claim 29,

wherein said servers reside on a network;

wherein said first and second requests are test requests;

further comprising the steps of client computers sending client requests to a network dispatcher for said servers, and said network dispatcher dispatching said client requests to said servers including said one server; and

wherein said first and second requests and the automatic initiation of the memory dump bypass said network dispatcher.

31. (New)   A method as set forth in claim 29 wherein the step of automatically initiating a memory dump of said one server is performed without determining if said one server is operational.

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32. (New)   A system for managing a plurality of servers in a cluster, said system comprising:

means for sending a request to one of said servers;

means for (a) determining if said one server is not currently operational, (b) determining if said one server handled said request after said first predetermined time-out but before a second, greater predetermined time-out, and (c) determining if said one server did not handle said request by said second predetermined time-out without determining if said one server is currently operational; and

means, responsive to (a), (b) or (c), for incrementing a count, comparing the incremented count to a predetermined integer threshold greater than one, and if said incremented count is less than said threshold, taking no corrective action, and if said incremented count equals said threshold,

if said one server is not currently operational, automatically issuing a remote restart of said one server,

if said one server is currently operational and handled said other request after said first predetermined time-out but before said second predetermined time-out, automatically notifying a dispatcher for said one server to reduce a rate of dispatching new requests to said one server, and

if said one server did not handle said other request by said second predetermined time-out, automatically initiating a memory dump of said one server.

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33. (New)   A system as set forth in claim 32, wherein said servers reside on a network, and said request is a test request; and

further comprising a network dispatcher for receiving client requests from client computers and dispatching said client requests to said servers including said one server; and

wherein the test request and the automatic initiation of the memory dump bypass said network dispatcher.

34. (New)   A system as set forth in claim 32, wherein the means for automatically initiating a memory dump of said one server automatically initiates said memory dump of said one server without determining if said one server is operational.

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